

DRAGON™

THE BRUCE LEE STORY



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DRAGON™

THE BRUCE LEE STORY

JAGUAR™ 64-Bit Interactive Multimedia System Game Manual

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Handling this Cartridge

The Atari Jaguar Interactive Multimedia Cartridge is intended for use exclusively with the Atari Jaguar System.

- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play to rest yourself.

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THE BRUCE LEE STORY

Newly, teacher, and actor (he star has had more impact on the world than the actor Lee). His influence is felt from the Hollywood where such as "Stephen Segal and Jean-Claude Van Damme" who have followed a his surprisingly photographic footsteps.

Born in San Francisco on November 27 1940 - the year of the dragon. Lee was christened Li Xiaojun. The name means return to the Forefathers. When his mother who was to take her family back to Hong Kong had died a year after his birth felt a return to that city most part of his dead up. I think it was. After a turbulent upbringing (initial on a terrible delinquent and a regular trouble with the police) his parents put a for martial arts training as an attempt to shield the young from further harm. Disput mainly for Bruce as a star would come from from his own personal desire. There were parents fear by The Phantom on sight of a winner which went to please his the gods and demons throughout his life.

Lee learned a style known as wing chun, named after the mythical dragon. It is a stripped down form of kung fu relying on his father's self defense style known as the use of sticking hands. Then a technique, which involves responding to your opponents moves by deflecting them by not with a conventional. Lee took this style and refined his own skills. He formed a style from it. A blend of many styles including karate, kendo, judo and even Muhammad Ali's boxing. It was actually named by one of his fighting partners as the concept of empty and counter is one movement. The answer known as not know do, the "empty fist" boxing style.

At the age of 18 he returned to San Francisco on his own, he is credited. He earned work as a waiter at the 1960s is important young drinking lounge and demonstrating martial arts. However it was by using physical lessons to soothe the clients from the film and very work on films like Clint Eastwood, James Coburn and Gene Hackman that earned him back a living as a choreographer. He needed a Hollywood to launch his film career.

After a difficult start, Lee achieved some films on little value of the Pacific. But it was the success of Wing Chun The Dragon that gave Bruce his big break in Hollywood. After The Dragon won his first feature there. With its fast paced excitement and violent content as it is a movie has a worldwide following. To date the film has grossed \$600 million, it is one of the most commercially successful war or war movie.

Bruce Lee was pronounced dead on July 20 1971 aged 32. Newspaper reports surrounding an affair with a woman, a race driver and rumors that he had refused to pay taxes to a woman in Taiwan seemed to give credence to the conspiracy theories the thought he was killed. Indeed traces of drugs discovered at his post mortem within 30 days of his death a mystery. Some say he fought his first battle against The Phantom and lost.

To this day he continues to fill pages in the Fan of art where his legend never is unknown.

GETTING STARTED

- 1 Set up your Atari Jaguar Interactive Multimedia System as described in its instruction manual. Plug in Joypad 1. If a second player is to join in, plug in Joypad 2.
- 2 Ensure the Power Button is OFF. Then, insert the Dragon Cartridge, its label facing towards you, into the Atari Jaguar Interactive Multimedia System and press it down firmly.
- 3 Press the Power Button ON. After a few seconds, the Jaguar Screen will appear. When the Dragon Title Screen is shown, you are ready to play Dragon!

IMPORTANT! If the Jaguar Screen doesn't appear, push the Power Button OFF. Ensure your Atari Jaguar Interactive Multimedia System is set up correctly and the Dragon Cartridge is properly inserted. Then, press the Power Button to ON again. Always ensure the Power Button is set to OFF before inserting or removing the Dragon Cartridge from the Atari Jaguar Interactive Multimedia System.

PLAYING DRAGON



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TAKE CONTROL

Before you begin to play, take the time to familiarize yourself with the movements and functions of the Joypad.

BOLD IT!

- Press the **Pause Button** to freeze the action.
- Press the **A Button** while the action is frozen to select the **Music Volume**.
- Press the **B Button** while the action is frozen to select the **FX Volume**.
- Press the **Joypad LEFT** or **RIGHT** to adjust the **Music** or **FX Volume**.
- Press the **Pause Button** when the action is frozen to resume play.

TITLE SCREEN

After the Jaguar Screen and Credits have been shown, the Dragon Title Screen is presented. After a short time the 10 highest scores are displayed.

Note that if no Button is pressed on a Zephyr, a brief demonstration of Dragon in action is shown.



Press the A, B, or C Button to call up the Game Select screen.

GAME SELECT SCREEN



Here's where you decide how to play *Dragon Lee*: either on your own or with a friend in a combat-intensive version of Bruce Lee's life story, or as a straightforward battle between two or three Bruce Lee characters.

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Four options are presented. The option to be selected or changed is indicated by a small Yin Yang symbol. All options are chosen as follows:

- Press the Joypad up or down to move the Yin Yang from option to option
- Press A, B or C Button to select the option
- Press the Joypad left or right to change the indicated option

ONE PLAYER STORY GAME

Select this to fight opponents controlled by the Atari Joypad Interactive Multimedia System in a progressive battle following the film's storyline.

TWO PLAYER STORY GAME Choose this option to enable combat between two Bruce Lee characters (controlled by you and a friend) and a Jaguar controlled opponent

ONE PLAYER BATTLE Take on another Bruce Lee Jaguar controlled opponent at the scene of your choice. Note that selecting this option calls up the Battle Game Screen (see **THE BATTLE GAME SCREEN** on page 8).

TWO PLAYER BATTLE This option allows you and a friend, each controlling a Bruce Lee character to fight in a head to head clash to the finish. Note that selecting this option calls up the **BATTLE Game Screen** (see **THE BATTLE GAME SCREEN** on page 8).

TWO PLAYER VS CPU BATTLE Three Bruce Lee characters fight for glory, with the Atari Jaguar Interactive Multimedia System in control of the third player. Note that selecting this option calls up the **Battle Game Screen** (see **THE BATTLE GAME SCREEN** on page 8).

HIGH SCORES See the names of the ten best players. Note that your high scores will be stored when you turn off your Atari Jaguar Interactive Multimedia System.

OPTIONS Calls up the Options Screen (see **THE OPTIONS SCREEN** on the next page).

OPTIONS SCREEN

DIFFICULTY NORMAL

Or choose from **SPEED OF CAKE**, **EASY**, **TOUGH** or **ARCADE** to affect the ability (difficulty) of the opponents that Bruce will face. This option also determines how many Stages you can play in a Story (see **THE STAGES** on page 27).

SPEED NORMAL

Or choose from **TURBO** and (if you feel hard enough) **MANIC**.

SOUND FX & MUSIC

Or perhaps you'd prefer only **MUSIC** or **FX** to accompany play? You could even select **OFF**.

SOUND TEST

Your chance to hear all the sound effects (represented by numbers) used in *Dragon*. Choose a sound effect in the same way as you would an option.

- Press any Button except the Joypad to listen to the sound effect.

EXIT Select this to return to the Game Select Screen.



BATTLE GAME SCREEN



Having selected a one, two or free player V-Cops battle, the Battle Game Screen is presented. To begin play, choose a scene from the selection of seven (for further details of the scenes, see **THE STAGES** on page 27).

Before you begin a Battle, you may wish to take advantage of the two further options available on this screen:

TROPHIES TO WIN The best of how many fights? You decide: choose from 3, 4, 5 or 6.

HANDICAP The handicap in question is a reduction of a player's energy by half, and you can choose to handicap any one of the players involved in a Battle (all three if need be). Note that the handicap defaults to **NONE** for each Battle.

MEMORY SAVE

Names, high scores, and game options are retained in the cartridge even if you have turned off your Jaguar 64-Bit Interactive Multimedia System. The cartridge will store up to 100,000 changes. After 100,000 changes have been recorded, no more changes will be retained. To clear the currently saved changes, press *, Option and # while on the Dragon—The Bruce Lee Story™ Title screen.

WHAT YOU CAN EXPECT TO SEE

The screen display is adjusted slightly to suit the mode of play as determined on the Game Select Screen.

TWO PLAYER STORY GAME

Note that Player 2's status is not shown in a One Player Story Game.

PLAYER 1 SCORE

PLAYER 2 SCORE

OPPONENT'S
ENERGY

PLAYER 1
GIVE-GET

PLAYER 1
GIVE-GET



PLAYER 2
GIVE-GET

PLAYER 2
GIVE-GET

SCORE Points are earned for every successful attack, but bonus points are only awarded for impressive play (for example, winning a bout without getting hit). A Form bonus is given when the quality of Bruce's combat is exceptional.

ENERGY For every hit taken, energy is lost. Note that some attacks remove more energy than others. There is no energy replacement; energy is regained only when Chi is at its maximum.

CHI This is Bruce's inner strength (mystical power), increases to enable two new modes of combat: Fighter and Nuribaku (see **CONTROLLING BRUCE** L66 on page 11). The Chi meter is boosted for every successful attack (hit) and lost when an attack fails (Chi is lost in all modes, however; Chi is gained from successful attacks in *Master mode* only), so don't stand there showing off your moves - make every one count! Chi is also gained by performing certain tasks, for example, hitting the opponent first or collecting a Yin Yang when fighting in a Match.



A Yin Yang

MIRRORS The number determines how many chances you have. For every defeat, a Mirror is lost. When all Mirrors are lost - . . . Look, just try not to lose, eh? Note that the Mirrors are only shown at end of each bout, whether Bruce has won or lost.

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CONTROLLING BRUCE LEE

Bruce has three modes of attack (Mantis, Fighter and Nunchaku), determined by the amount of Chi acquired. The marks on the Chi meter show when Fighter and Nunchaku mode are available.



Note that both Fighter and Nunchaku mode are fuelled by Chi, so don't be surprised when Bruce is automatically returned to Mantis Mode through a lack of Chi. Bear in mind that after losing Nunchaku mode Bruce will still have enough Chi to use Fighter mode.

MANTIS MODE

The standard method of fighting offers the widest range of moves but energy replacement is slow. Note that the following moves assume that Bruce is facing an opponent on his

BASIC MOVEMENTS



WALKING *Note that Bruce cannot walk through his opponents.*

- Press the Joypad **RIGHT** or **LEFT** to move towards or away from the opponent.



JUMP *Straight up or towards or away from the opponent, perhaps to avoid low attacks or to leap out of a corner.*

- Press the Joypad **UP** to jump straight up.
- Press the Joypad **UP** and **RIGHT** or **LEFT** to jump towards or away from the opponent.



FAST KICK *Faster than a Hard Kick but weaker with it.*

- Press the **C** Button to perform a Fast Kick.



FAST PUNCH The fastest move to perform, but also the weakest.

- Press the B Button to perform a Fast Punch.



HARD PUNCH Slower to perform than a Fast Punch, but twice as powerful.

- Press the Option Button to select a Hard Punch.
- Press the A Button to perform a Hard Punch.



HARD KICK Slower than Fast Kick, the leaving limbs more open to attack.

- Press the Option Button to select a Hard Kick.
- Press the A Button to perform a Hard Kick.

NOTE The Option Button is used to switch the function of the A Button between Hard Punch and Hard Kick.

CLOSE RANGE ATTACKS

Note that Bruce will only perform the following moves when he is very close to his opponent.



KNEE To the opponent's midriff

- Press the Fast Kick Button to perform a Knee



SHIN KICK Bruce only performs this move when his opponent is crouching. Best of all, there's no real defence against a Shin Kick.

- Press the Fast Kick Button to perform a Shin Kick



THROW A difficult move to perform but it is the most powerful (along with Roundhouse Kick)

- Press and hold the Joypad **AB/AB** from the opponent then simultaneously press the Fast Punch Button to throw the opponent

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HIGH KICK The last defense against a Flying Kick or Chop.

- Press the Hard Kick Button to perform a High Kick.



STOMP A difficult move to perform. It can only be used when an opponent is floored, but also one of the most rewarding.

- Press the Joypad UP or UP and TOWARDS or AWAY from the opponent then, when Bruce is at the peak of the jump and above his opponent's chest, press the Joypad DOWN to perform a Stomp.

SHORT RANGE ATTACKS

Only effective when Bruce is fairly close to his opponent



FOREARM SMASH Two punches followed by a forearm smash

- Press the First Punch Button **THRICE** twice quickly or the Hard Punch Button **TWICE** quickly to perform a Forearm Smash



LOW PUNCH There are two variations: Fast Low Punch and Hard Low Punch, and both are hard to block. Use a Fast Low Punch followed by a Hard Low Punch for maximum effect

- Press and hold the Joypad **DOWN** then press the Fast or Hard Punch Button to perform a Low Punch



LOW FAST KICK A good short, sharp shock attack. The only decent defence against a Low Kick is to Flip away from the opponent

- Press and hold the Joypad **DOWN** then press the Fast Kick Button to perform a Low Kick



LOW HARD KICK More of a foot sweep than the Low Fast Kick - and more effective with it

- Press and hold the Joypad **DOWN** then press the Hard Kick Button to

MEDIUM RANGE ATTACKS

effective when the opponent is within kicking distance



ROUNDHOUSE KICK Two swift kicks, one of the other. The second kick, the Roundhouse, is the most powerful move, along with the Thrust.

- Press the Hard Kick Button **TWICE** to perform a Roundhouse Kick.



REVERSE KICK A useful move to perform if Bruce's back is turned and the opponent is running towards him, especially when faced with two opponents.

- Press the Joypad **AWAY** from the opponent then press the Hard Kick Button **TWICE** to perform a Reverse Kick.



SPLIT KICK Note that Bruce will only perform this move when an opponent is either side of him.

- Press the Hard Kick Button to perform a Split Kick.



JUMPING KICK It has a shorter range than the Flying Kick, but is just as potent.

- Press the Joypad UP then, while Bruce is in the air, press the Fast or Hard Kick Button to perform a Jumping Kick.



CHOP One of the most powerful moves.

- Press the Joypad UP then, while Bruce is in the air, press the Fast or Hard Punch Button to perform a Chop.

LONG RANGE ATTACKS

Bruce can leap right across the screen using some of these moves!



FLIP KICK A good long range attack but Bruce is left vulnerable

- Press the Joypad DOWN and TOWARDS the opponent to perform a Flip then quickly press the

Hard

Kick Button to

perform a Flip Kick



FLYING KICK Towards or away from the opponent

- Press and hold the Joypad UP and TOWARDS or AWAY from the opponent then, while Bruce is in the

Fast or Hard Kick

air, press the

Button to perform a

Flying Kick



FLYING CHOP A more effective version of the Chop

- Press the Joypad UP and TOWARDS the opponent then, while Bruce is in the air, press the Fast or Hard Punch Button to perform a

DEFENSIVE MOVES



HIGH BLOCK Just the move to defend against high attacks when Bruce is on his feet.

- Press the Joypad **AWAY** from the opponent to block an attacking move. Note that Bruce will only perform this move when the opponent is close to him.



CROUCH Useful for avoiding high attacks.

- Press the Joypad **DOWN** to crouch.



CROUCHING BLOCK Useful for defending against low attacks.

- Press the Joypad **DOWN** and **AWAY** from the opponent to perform a Crouching Block.



FLIP Towards or away from the opponent. The Flip is the most efficient means of avoiding low attacks.

- Press the Joypad **DOWN** and **RIGHT** or **LEFT** to perform a flip towards or away from the opponent.



REVERSING BRUCE Repeated hits from an opponent can stun Bruce or even knock him to the floor.

- Press any Button repeatedly to reverse Bruce when he has been stunned or floored by an opponent.



SPECIAL REVERSING KICK Note that this move only works if Bruce has been knocked down.

- Press the Hard Kick Button repeatedly to make Bruce leap up with a Kick.



COUNTER THROW If you are quick, this maneuver can be used to reverse your opponent's throw, in all three modes.

- Press away on the Joypad and simultaneously press the Fast Punch Button to counter throw your opponent.

FIGHTER MODE

When Bruce has sufficient Chi, you can access Fighter Mode, the fastest method of attack. However, in this mode you have no defense. There are two new types of moves which become available in Fighter Mode. Bruce cannot throw or stamp on an opponent or even block attacks, but the counter throw is still available. Remember: Fighter Mode moves use a lot of Chi! Bruce will automatically fight in Mantis Mode if he has insufficient Chi to sustain Fighter Mode.

TO SELECT FIGHTER MODE

- Press '2' or '9' on the Keypad to Select Fighter Mode

TO SELECT MANTIS MODE

- Press '1' or '6' on the Keypad to Select Mantis Mode



ULTRA-FAST PUNCH A short range attack. Provided you can press a Punch Button fast enough, Bruce will deliver a volley of punches, and, after the third punch, all other punches are Ultra-Fast (until you stop pressing a Punch Button).

- Press the Fast or Hard Punch Button repeatedly as quickly as possible to perform an Ultra-Fast Punch.



ULTRA-FAST KICK A medium range attack like the Ultra Fast Punch but with a more powerful kicking action.

- Press the Fast or Hard Kick Button repeatedly as quickly as possible to perform an Ultra-Fast Kick



SOMERSAULT With this special variation of the Master mode jump Bruce can leap the width of screen!

- Press the Jugged UP or UP and TOWARDS or AWAY from the opponent to perform a jump and spin in that direction



ULTRA-FAST JUMPING KICK A fast, medium range attack

- Press the Jugged UP then, while Bruce is in the air, press the Hard Kick Button to perform an Ultra-Fast Jumping Kick



ULTRA-FAST FLYING KICK A fast, very long range attack - the most powerful Fighter Mode move in fact

- Press the Jugged UP and TOWARDS the opponent then, while Bruce is in the air, press the Hard Kick Button to perform an Ultra-Fast Flying Kick

NUNCHAKU MODE

When Bruce has sufficient Chi you can access Nunchaku Mode for extended striking distance (but the range of moves is limited). Bruce cannot perform any punches and kicks, but the Nunchaku in the right hand can be a deadly weapon. Remember - Nunchaku moves use Chi! (however Chi can be built up, see **SWAPPING HANDS** Page 20). Bruce will automatically default to Master Mode if he has insufficient Chi to sustain Nunchaku Mode, though Fighter Mode is still selectable.

Note that you cannot repeat the same Nunchaku move over and over unless Bruce is moving. For maximum effectiveness you are advised to alternate between Nunchaku moves.

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TO SELECT NUNCHAKU MODE

- Press '3' or '6' on the Keypad to select Nunchaku Mode



TO SELECT MASTER MODE

- Press '1' or '4' on the Keypad to select Master Mode



STAB ATTACK

A short range attack.

- Press the Hard Kick Button to perform a Stab Attack with the Nunchaku.



SWING ATTACK

Slower than a Stab Attack but with a longer range. This move is particularly useful when your opponent is crouching.

- Press the Fast Kick Button to perform a Swing Attack with the Nunchaku.



SNAPPING HANDS

Slowly build up Chi by moving the Nunchaku between Bruce's hands.

- Press a Punch Button to move the Nunchaku between Bruce's hands.



NOCK TIE

Bruce will leap over his opponent and use the Nunchaku's chain to choke the opponent. Note that Bruce must walk into his opponent before attempting this move.

- Press the Joyypad towards your opponent and simultaneously press the Fast Punch Button to perform the Nock-Tie.

THE STAGES

Depending on the stage, Bruce will face one or two opponents simultaneously. Note that the DIFFICULTY chosen on the Options Screen determines how many Stages you can play. **PIECE OF CAKE** means you cannot play any further than Stage Four, and **EASY** means Stage Seven is as far as you can play. Only by playing **NORMAL** or harder will you get to meet The Phantom!

STAGE ONE HONG KONG The Lantern Festival Dance is breaking with customs sporting for a fight. Beware the sailor's chant!

STAGE TWO GISSIE YING'S KITCHEN And into an alleyway. Mind the chef's sugary meat cleaver!

STAGE THREE SEATTLE The University Gymnasium is where Bruce tackles Scott. Watch out for his special Spin Kick, his Shoulder Kick and his novel variation of the Flowerkick. *Manassaaa!*

STAGE FOUR OAKLAND The George Wu Gymnasium marks Bruce's first meeting with Johnny Sun - and the place where his back was broken. Can you avoid Johnny Sun's devastating moves such as the Throat Grab and Throw and ultimately change the course of history?

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STAGE FIVE. HONG KONG On the Golden Harvest Film Set. The search for elusive wind staffs which are used to strike opponents and pole vault

STAGE SIX. BRUCE'S SCHOOL Set is back at Bruce's school where he taught Just Kwon Do, his unique brand of martial arts, to students such as actor Steve McQueen

STAGE SEVEN. LONG BEACH STADIUM A bout with a difference: Bruce must defeat Johnny Sun again, but this time within 60 seconds

STAGE EIGHT. THAILAND On the Joe House set of Bruce's first film, The Big Boss, Johnny Sun's brother, Luke is out for revenge. Beware his Fast Swamp and his Flying Kicks

STAGE NINE. HONG KONG On the set of The Dragon Film Set Watch out for the Claw Man's metal talons, avoid the smoke he blows to confuse his opponents, and don't be fooled by his prancing!

STAGE TEN. THE GRAVEYARD Where The Phantom lurks, armed with a deadly Kung-fu

THE BONUS ROUND

The fastest but most challenging way to acquire Chi and points is in the Bonus Round. Attack Pete The Dummy, hitting the pads for points - and avoiding the sticks. The warmer, the more often a pad is hit, the faster the stick will spin. However, the faster the stick/pad spins, the faster your Chi level will increase.

NOTE: You can only do THE BONUS ROUND in Marine Mode, the other combat modes are not available at this point

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PLAYING ADVICE

- The *Nunchukus* may be limited but it's the only weapon effective against The Phantom. Learn to use it – and use it well!
- Bruce has a higher tolerance to injury when in *Martha Marley*, he's stunned easier when in *Fighter* or *Nunchukus Mode*.
- When Bruce and his opponent both leap at each other, delay pressing the Kick Button for as long as possible to win the attack.
- The *Chop* and the *Flying Kick* are the best attacks to use against an opponent armed with *Nunchukus*. It takes practice to use these moves correctly, but it's worth it.
- Try to use as many different moves as possible. The more you vary your attack, the more unpredictable your opponent will find you.
- Learn to use the moves (and especially their ranges) by playing a human opponent – without the human!
- When playing a *Duelle*, keep an eye out for the Yin Yang symbols which appear. Be first to collect them for extra *Chi*.

Warranty

Atan warrants to the original purchaser this product to be free from defects in material and workmanship under normal authorized use for a Warranty Period of ninety (90) days from the date of purchase as evidenced by your receipt. Atan will replace the defective software free of charge. After the expiration of the Warranty Period, you assume the entire cost of all necessary servicing, repair or correction.

This warranty is null and void if the cartridge has been opened and/or any parts have been removed or if software or any accessories other than those authorized by Atan are used in connection with this product. Warranty does not cover accidental or intended damage or neglect. If the product displays a fault within the warranty period, the user should return it to his place of purchase, who will follow the required procedure to obtain a replacement.

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